TANDY®

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SUPER PITFALL™

ACTIVISION.

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Super Pitfall

Pitfall Harry is back, ready to embark on the most dangerous, most impossible mission he has dared to attempt so far. All alone, with only a gun and his wits for protection, he must recover the priceless Raj diamond from a vast subterranean dwelling high in the Andes mountains. And to complicate matters, he must also rescue his beloved Rhonda and feline friend Quickclaw, both trapped in the dark, damp depths below. To win points and congratulation, Harry must also gather as many gold bars as possible along the way.

This is no weekend caving adventure. With no map to guide him, Harry must find his own way through the caves' endless passages infected with poisonous frogs, bats, snakes, scorpions, lava pits, and other evil creatures and hazards. If he manages to reach Rhonda, he'll discover that she has been turned to stone and the only antidote is a flask of medicine, located somewhere in another cave. Harry will also need to uncover a hidden key before he can rescue Quickclaw.

Care to join Harry in his quest? He can certainly use some assistance.

Getting Started

To load Super Pitfall into your computer, follow these steps:

1. Start with your computer turned off and the cartridge slot empty.

2. Place the Super Pitfall cartridge in the cartridge slot, label side up. Make sure it is inserted securely.

3. If you are using joysticks to control Pitfall Harry, make sure they are plugged into the joystick ports on the back of your computer.

 You can play Super Pitfall with one or two joysticks or the keyboard, and you can even use a single joystick in a TWO-PLAYER game. See "Selecting Your Options" for instructions.

4. Turn on your computer and monitor.

Before you can begin a game, you must indicate the type of monitor you have.

When you are prompted, "Do you have an analog RGB monitor?", type **Y** (for Yes) if you are using an analog RGB (for Red, Green, Blue) monitor, or **N** (for No) if you are using another kind of monitor—for example, a television set.

Some Special Keys

Turning Off the Music

You can turn the background music off by pressing the [S] key during game play.

Taking a Break

To temporarily stop a game, press your computer's large [ENTER] key. This turns the music off and halts game play until you press any other key. You'll see a flashing "Pause" message at the bottom of the screen while the game is temporarily stopped.

Ending the Game Early

To end a game before it's over, press the red [BREAK] key on the keyboard. This returns you to the opening screen, where you can press the [ENTER] key to select new options or the [JUMP] button to start a new game.

At the Entrance to the Caves of Super Pitfall

During the introductory music, you'll see the game credits and Pitfall Harry scampering across the entrance to the Super Pitfall caves. This screen gives you two options:

- You can press the [JUMP] button on your joystick to send Harry into the depths of the caves. After you've already played and used the options described in "Selecting Your Options" to choose keyboard play, press the [space bar] rather than the [JUMP] button to send Pitfall Harry into action.

- You can press the computer's [ENTER] key to see the list of game options available to you.

Don't hesitate too long to make your choice: When Harry reaches the far right side of the screen, he'll immediately start a demonstration game. Press [ENTER] to halt the demonstration game and return to the options screen.

Selecting Your Options

The options screen gives you a wide range of game choices—EXPERT, NOVICE, EXPLORER, and ONE- and TWO-PLAYER games—and lets you select the type of controller you want to use.

Use the [up] and [down] arrow keys to scroll through the options displayed. The options flash and change color as you move through them.

Use the [right] and [left] arrow keys to change each of the flashing options. These keys let you select the number of players, their skill level, and the controller you want to use—the RIGHT or LEFT joystick or the KEYBOARD.

The default setting is a ONE-PLAYER EXPERT game, with the joystick plugged into the RIGHT joystick port.

Both players in a TWO-PLAYER game can share a joystick by selecting the same joystick option—RIGHT or LEFT. You merely pass the joystick back and forth as you alternate moving Harry through the Super Pitfall caves. (The computer "remembers" who's playing and automatically adds points to the correct player's score.)

After you've selected your options, you use the [JUMP] key (if you're using a joystick to control Pitfall Harry) or the [space bar] (if you're using the keyboard) to enter the Super Pitfall caves and begin a game.

NOVICE vs. EXPERT—The Visible Difference

At the NOVICE level, the treasures Harry seeks flash and remain visible. Select this option when you're still learning where things are located in the caves.

In an EXPERT game, the treasures don't flash, so you must remember where they are. Select this option when you've gained experience and are looking for more of a challenge.

Moving Pitfall Harry Around the Caves

You control Harry's movements using the arrow keys on the keyboard or the joystick handle controls. Press the [right] arrow key or move the handle of the joystick to the right to move Harry to the right. Press the [left] arrow key or move the handle of the joystick to the left to move

Harry to the left. Press the [up] arrow key or push the joystick handle up to help Harry climb a ladder, jump upward when the jump button is down, or swim upward. Press the [down] arrow key or push the joystick handle down to help Harry climb down, swim downward, or duck.

Game Play

ONE- or TWO-PLAYER Game

In a ONE-PLAYER game, Pitfall Harry begins with three lives. Each time Harry dies, you're momentarily shown a screen listing the number of lives Harry has remaining. When game play resumes, Pitfall Harry is in the same place where he died.

Your goal is to collect as many points as you can while saving Rhonda and freeing Quickclaw. You score points by killing various creatures (see "Scoring Table" for exact totals), finding bars of gold, or rescuing Rhona.

The TWO-PLAYER game differs from the single-player version in just one way: Players one and two alternate running Pitfall Harry through the caves.

The Explorer's Life

When you select the EXPLORER option, Pitfall Harry has unlimited lives—but you lose 5000 points each time Harry dies.

Use the EXPLORER option to practice. You can find out how high and far Harry can jump and how accurate his shooting eye is, and you can learn your way around the caves.

Staying Alive

There are five caves, each one with single domed entrances and exits. The exit from one cave leads directly to the entrance of the next cave. Only by passing through these domed passageways can you move from one cave to another.

Objects

Besides the medicine and key he needs for rescuing his allies, Harry will discover many other items hidden in the cave that will help him in his mission. Among them are crystal balls inscribed with a heart, spade, diamond or club. These crystal balls are the "keys" to the rock doors that have matching symbols displayed on them. The crystal balls are displayed at the top of the screen when collected.

The best way for Harry to obtain objects is to jump and touch them.

Since they are invisible in EXPERT mode, Harry should jump frequently as he wanders through the caves.

Spare Pistols

At the start of a game, Harry carries one pistol loaded with 20 bullets. He can acquire additional firepower by keeping a sharp eye out for pistols tucked away in unusual places among the caves. When you see a pistol, have Harry jump up to it to collect another 20 pieces of "ammo."

You score 10,000 points each time Harry grabs a pistol. The number of bullets remaining appears at the top of the screen.

Becoming Invulnerable

You can make Harry invulnerable to the caves' creatures by collecting a red and white pouch. Harry will flash for 30 seconds to let you know when he is invulnerable.

Spare Harrys

Harry can rejuvenate himself by scoring points, and you get an additional Harry at the following point levels:

10,000	400,000
50,000	500,000
80,000	600,000
120,000	700,000
200,000	800,000
300,000	900,000

You can also gain an extra life by grabbing a Red Eye.

Scoring Table

SHOOTING	Points Scored
Frog	500
Spider	2,000
Scorpion	2,000
Vulture	2,000
Snake	1,000
Bat	2,000
Skullman (6 Shots)	3,000
Lizardman (2 Shots)	2,000

GRABBING	Points Scored
Spare Gun	10,000
Star	10,000
Cross	10,000
Crystal Ball	10,000
Ring in Cave 4	10,000
Cage	10,000
Raj Diamond	50,000
Golden Key	50,000
Flask	10,000
REVIVING Rhonda	100,000
FREEING Quickclaw	50,000
COLLECTING a Gold Bar	3,000

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